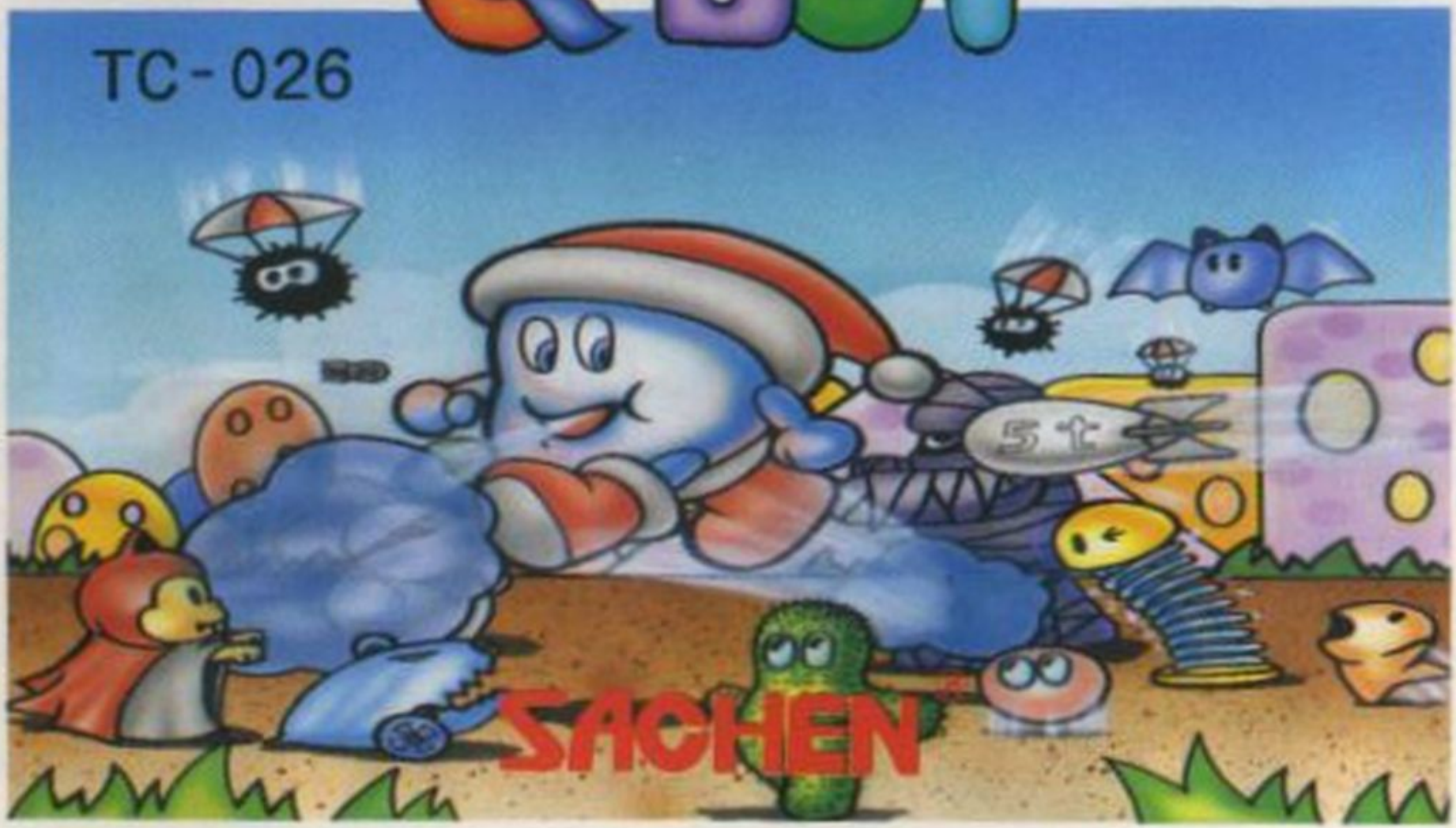
SACHEN®

TC-026

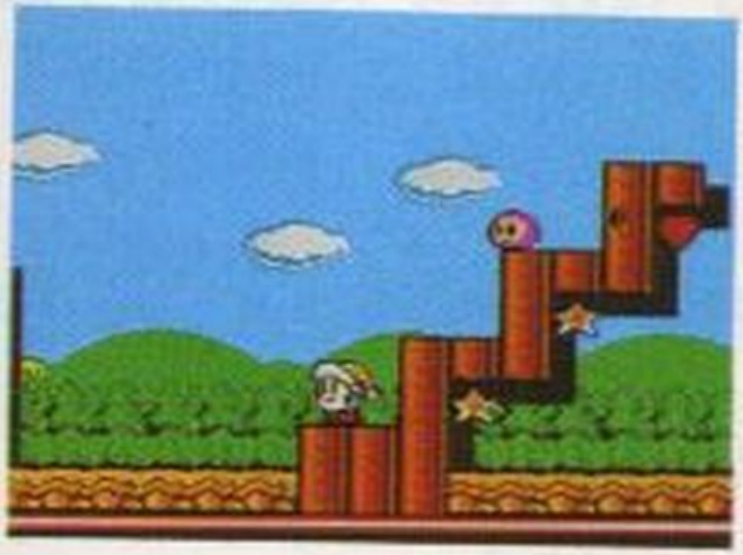
Q BOY



★ When title screen displays, press Select Button to enter Option screen. With Control Pad, you are able to select music, round, and life. Then you may press Start Button to start the game with your own selection.

★ Press Start Button to pause a game already in progress. Press Select Button first and then press Start Button again. And you will find.....

I. INTRODUCTION



Far away in the Q Galaxy, there is a glittering planet where lives numerous odd animals. For having the Rainbow-Flower, animals there all have happy and peaceful lives.

However, good times don't last long. A bad guy named Dr. Mouse comes and takes the Rainbow-Flower away. He establishes a base there and tries to rule the world with Rainbow-Flower.

At this critical time, here comes the brave Q-Boy.Can he help the animals to defeat Dr. Mouse and find the Rainbow-Flower back again?

II. GAME CONTROL

This is a one-player game, please plug controllers in controller socket I.

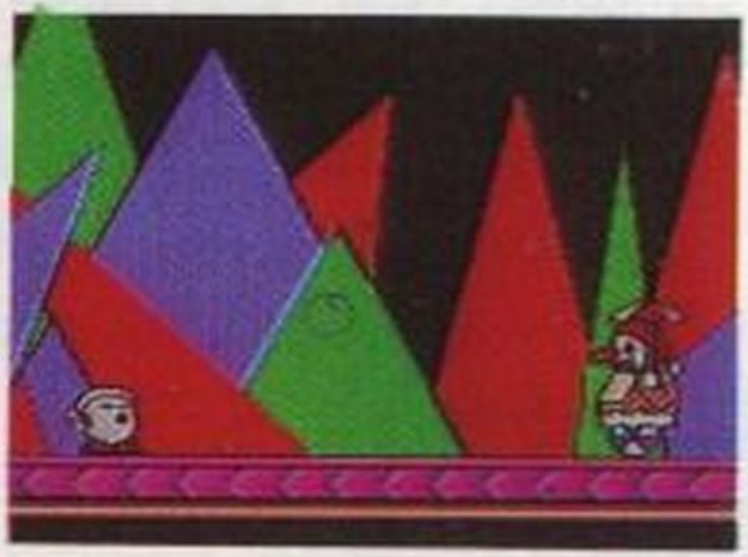
CONTROL PAD — Press to move Q-Boy left or right.

BUTTON B — Puff.
According to the time of your pressing the button, you may have attack of different distances.

BUTTON A — Jump.
The longer BUTTON A is pressed, the higher and farer the jump.

START BUTTON — Press to begin game play or pause a game already in progress.

III. GAME MECHANICS



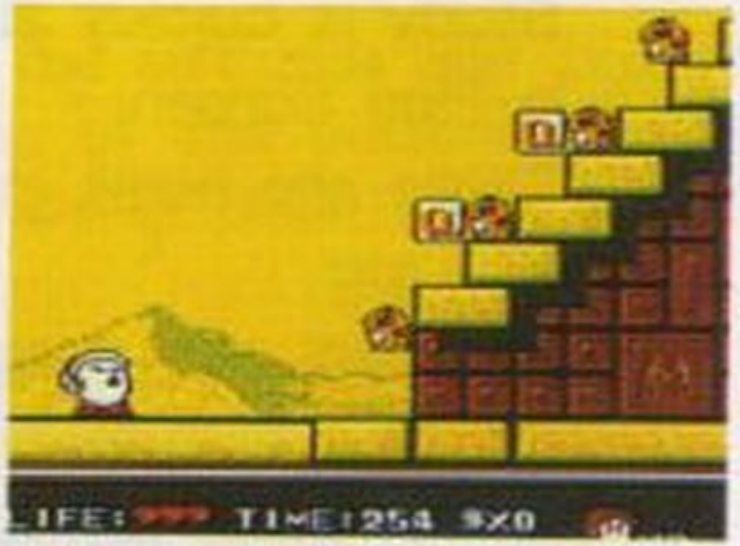
1. There are a total of five worlds in this game. Each world includes four stages. You have to destroy the Enemy Boss at the end of the world to advance to next one.

2. You start the game with four players. Each player's life is divided into three measures. Every time Q~Boy receives damage, you will lose a measure. And you will lose one life when your vitality gets used up. During playing the game, you may find heart-shaped symbols. Get them to replenish your life meter.

3. When the character puffs, according to the time of your pressing the button, you may have attack of different distances. But when you puff, your power meter will be decreased. When the vitality gets used up, Q~Boy will pant to replenish his power. While panting, Q~Boy can not be moved.
4. Gathering Jump: If you hold on BUTTON B, Q~Boy will swell up. At this time, you may press BUTTON A to jump.
5. Collect the "P" symbols to puff without decreasing your power within ten seconds.
6. The player has to complete every stage in the limited time. If you fail, the game is over. But you may select to continue the game.
7. Remember, each enemy has a weak spot. So don't give up any chance to defeat them!

IV. SPECIAL OBJECTS

Puff into the squares which are marked "Q" to gain special objects.



1. P : Makes Q~Boy puff without decreasing his power within ten seconds.
2. Lightning : Makes Q~Boy invincible for ten seconds.
3. Heart : Increases your life meter.
4. Star : Receives an extra player after you have collected 100 stars.
5. Q~Boy figure : 1 Up.

V. SCREEN

(1) Map Screen-

Before a mission, a map will appear briefly.
Study it quickly as it will show you the location of the field.

(2) In-Play Screen -

There are some information at the bottom of the screen.

1. LIFE
2. TIME: You have to complete your mission in the limited time.
3. $: The number of stars that you have collected.
4. POWER
5. SCORE
6. Q~Boy Figure : Players

VI. BONUS STAGE

There will be a Bonus stage each time you complete the third stage. It's the best time for you to get extra players.

** Game Control **

The screen displays four black holes on the left side and two on the right side. They just like the position of the buttons on the controller. Press the button on the controller each time a Slim appears at the hole.

There are three possible things that will appear at the hole:

1. Green Slim : + 1
2. Red Slim : + 2
3. Clock : Decreases the timer by five seconds.

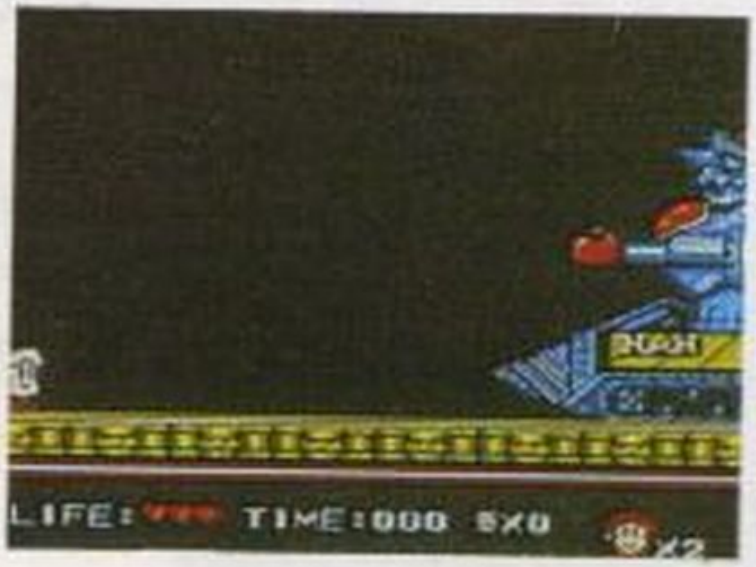
When the time (60 seconds) runs out, you will get extra player according to the score you get:

1. above 80 -- 5 players
2. 60-80 -- 3 players
2. 45-60 -- 1 player
4. below 45 -- Sorry!

VII. OBSTACLE

During your mission, lots of obstacles will appear to sabotage Q-Boy.

1. Moving Square : Puff to make it move when it stand in the passageway.
2. Puffing Square : Each time Q-Boy gets close to it, it will puff to disturb him.
3. Steel Ball : Though it's an obstacle, you may use it as a weapon.
4. Battery : Dr. Mouse's base.



PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the federal Communication Commission helpful : HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C.20402, Stock N. 004-000-00345-4

Note:NES® is the abbreviation for Nintendo Entertainment System.

Q~BOY EVALUATION SHEET

NAME:_____ AGE:_____ SEX:_____

ADDRESS:_____

DATE:_____/_____/_____ PHONE # (Optional): ( ) ____-____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY... 5:TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE... 5:TOO MANY)	1 2 3 4 5

PLACE
STAMP
HERE

SACHEN®